Maple Class Term 1 – Parent Information

Were Grandma's toys better than mine?

Maths

- Year 1 will count, read and write numbers to 100. We will identify and represent numbers using objects and pictorial representations.
- Year 2 will compare and order numbers from 0 up to 100 and use place value and number facts to solve problems.

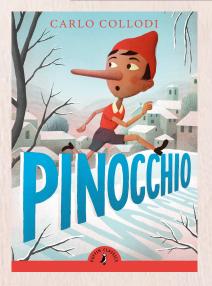
In Term 1 we are historians investigating toys through time. We will program robots, build toy cars, create still life drawings and explore the geography of our school. We will read a range of stories celebrating our differences and diversity.

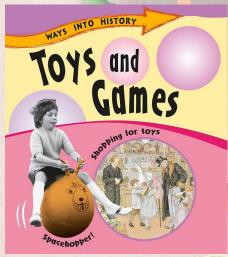
English

We are writing our own traditional tale inspired by the story of Pinocchio. We are reporters informing you about toys from the past.

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We are reading...





<u>Science</u>

We are scientists that will:

- Identify and name a variety of common animals that are birds, fish, amphibians, reptiles and mammals.
- Identify and name a variety of common animals that are carnivores, herbivores and omnivores.
- Describe and compare the structure of a variety of common animals

At home you can help prepare your child for this topic by looking at and talking about toys from your own childhood. Can you partition numbers that you find around your home? Use directional language when travelling to and from school. Create a treasure hunt at home using a simple map for your child to follow.

History

We are historians investigating toys through time. We will compare our toys to our grandparents' toys and explain how we know toys are from the past. We will set up our very own toy museum and identify who might have played with these toys.

PSHE

We celebrate our differences and look at what makes us individuals. We will be reading the book 'Splash' written by Paralympian, Claire Cashmore, who doesn't let her disability stand in the way of her big dreams.

We are cartographers exploring the geography of our school.

We will:

Geography

- Use directional language and compass directions
- Investigate aerial photos, landmarks and maps

Computing

We become coders as we create as we begin to understand algorithms to program our own robots.

Music

We are music makers as we study rhythm and become rappers inspired by the world around us.

RE

We explore the question 'What does it mean to belong to a faith community?' before looking at what Christians believe God is like.

<u>Art</u>

We are artists making our mark as we investigate abstract art inspired by Kandinsky and becomes still life artists referencing toys from the past.

<u>DT</u>

We are inventors investigating mechanisms such as wheels and axles before building our own toy cars.

We develop our passing and receiving skills through a range of invasion games. We are dancers that create and perform our own routines inspired by toys.